EA SPORTS™

RUGBY 06

EVERYONE

CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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COMPLETE CONTROLS

If you haven't played *EA SPORTS™ Rugby 06* before, be sure to familiarize yourself with the gameplay controls by checking out the game tutorial. Once you've got the basics down, you'll be ready for your first match.

GENERAL GAMEPLAY

PLAYER WITH BALL	
Move player	left analog stick
Sprint	R2 button
Pass left/right	L1 button/R1 button
Long pass left/right	L1 button/R1 button (hold)
Dummy pass	L1 button then tap R1 button (or vice versa)
Quick Pass left/right	L1 button/L2 button (before pass is received)
Sidestep	right analog stick (90° from running direction)
Hand-off	right analog stick (180° from running direction)
Off-load pass	⊗ button
Shoulder charge	right analog stick (in running direction)
Score try	⊗ button (tap or hold when near or inside goal line)
Defensive touchdown	◎ button (when behind own goal line)

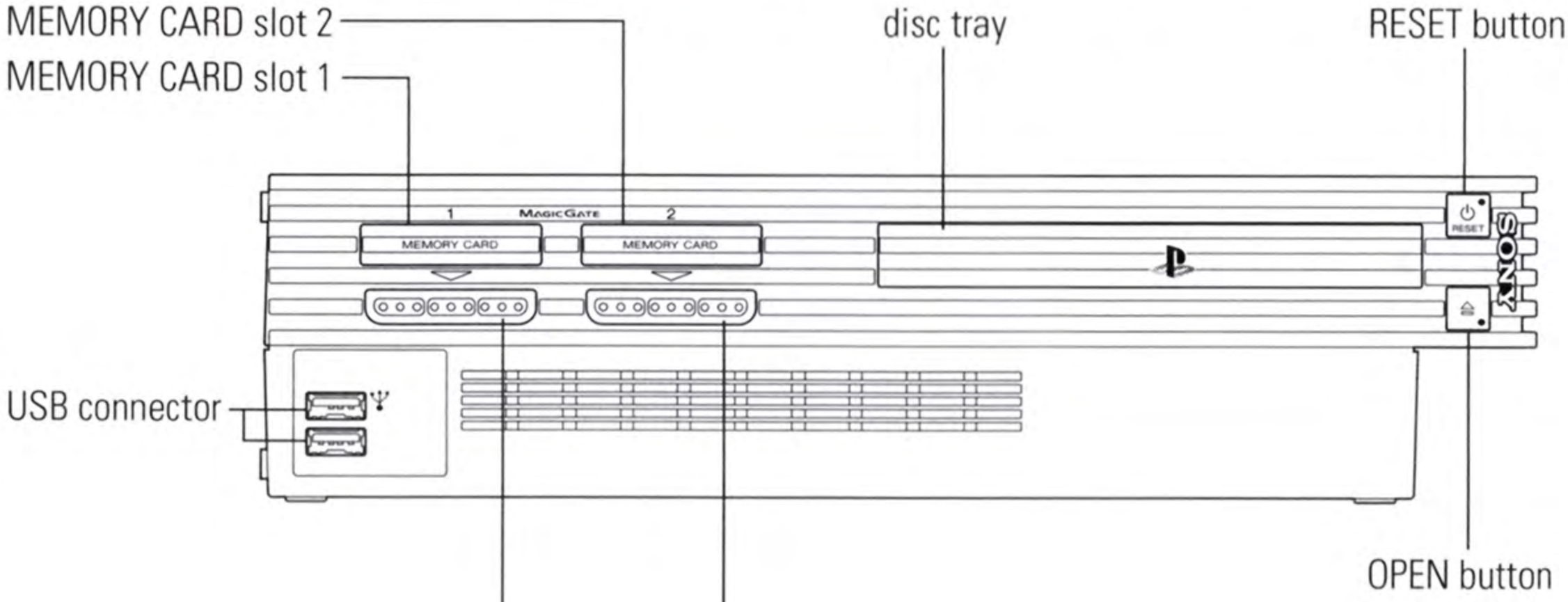
PLAYER WITHOUT BALL	
Move player	left analog stick
Change controlled player	L2 button
Sprint	R2 button
Tackle	Run into opposition player
Dive tackle	⊗ button
High tackle	R1 button (hold)
Dive on loose ball	⊗ button
Call a mark	▣ button (before catching opposition's kick in your 22m area)
Soccer kick	△ button (hold while running over loose ball)
Jump	◎ button (for catch from a kick)

NOTE: Controls continued on p. 3.

CHECK OUT EA SPORTS ONLINE AT WWW.EASPORTS.COM

STARTING THE GAME

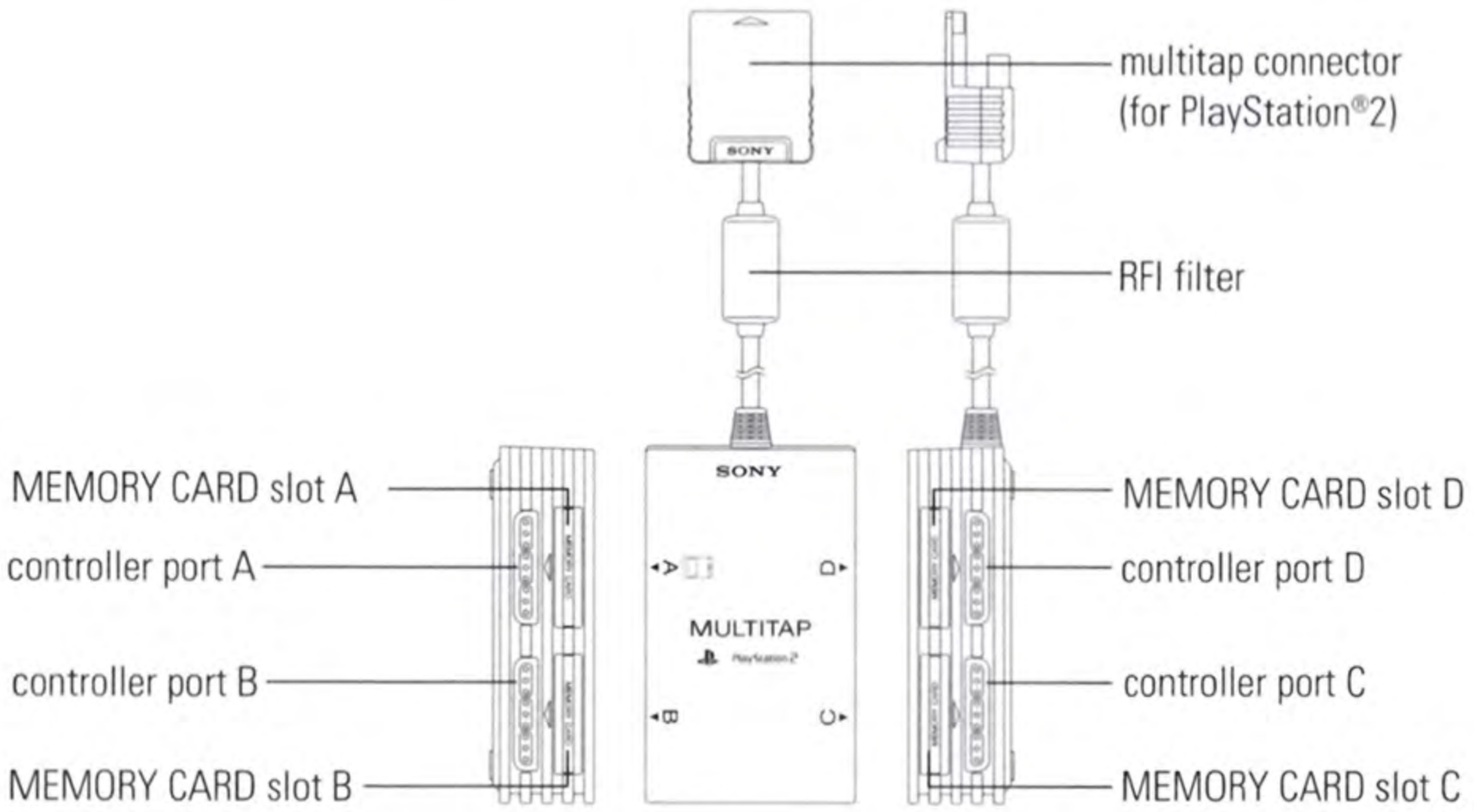
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

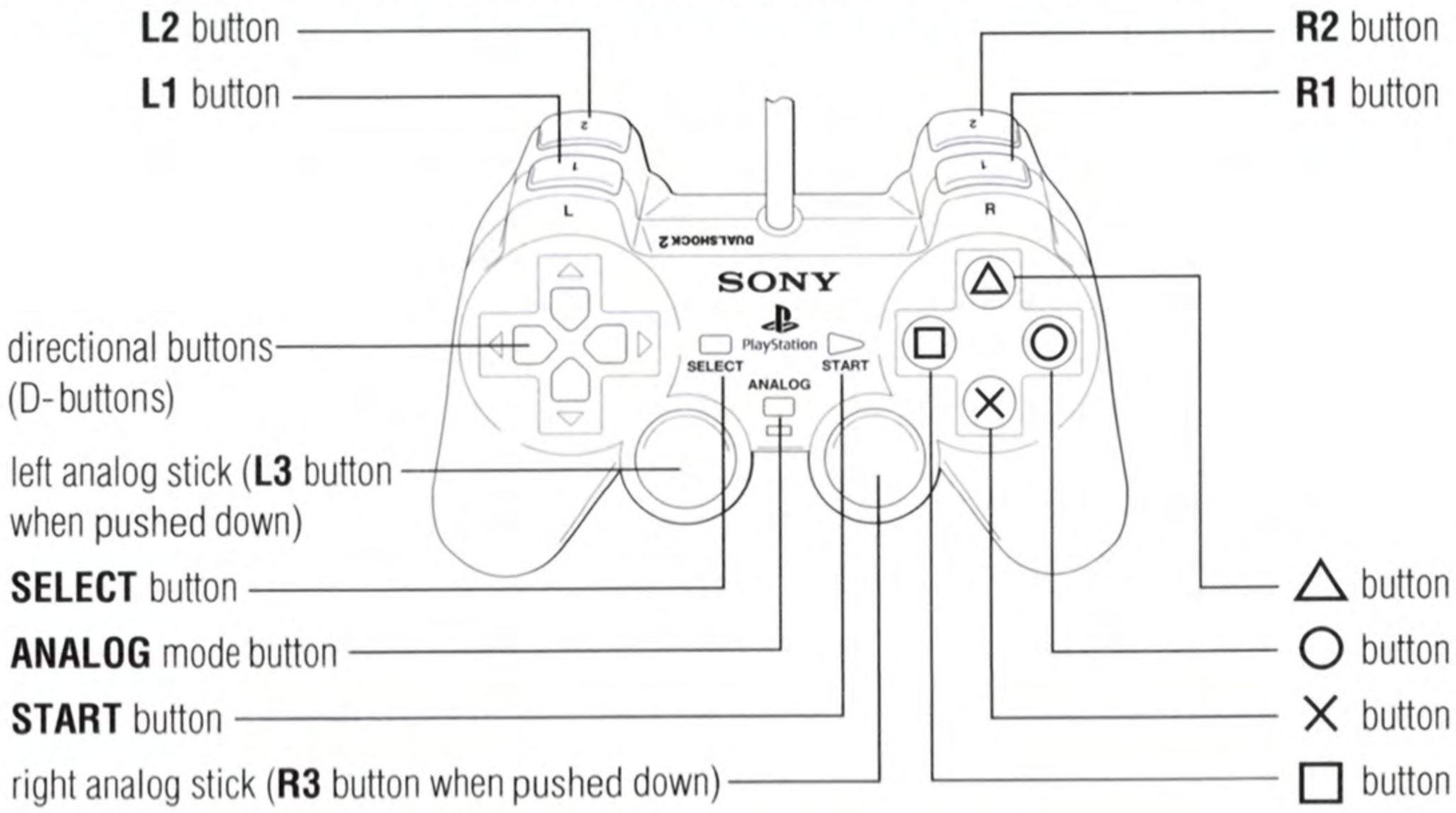
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *EA SPORTS™ Rugby 06* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



COMPLETE CONTROLS (CONT.)

SCRUMS	
Hook ball	■ button
Push/Rotate scrum	left analog stick
Collapse scrum**	**R3** button (click)
Select pre-assigned set play (before feed)	D-button
Feed ball*	⊗ button
Aim feed left/right*	right analog stick ↔
Execute set play/scrum half pass (to the backs)	L1 button/R1 button
No. 8 pick up and run	■ button/● button
Scrum half kick	△ button
Select defensive set play (before feed)**	D-button ← Standard/ ↑ Kick/→ Wide/ ↓ Tight

NOTE: Angling a feed, hooking too early, and collapsing a scrum are illegal moves and could result in a free kick or penalty.

RUCKS	
Bind player	⊗ button
Kill ball**	**R3** button (click and hold)
Use hands*	**R3** button (click)
Select pre-assigned set play (ball in possession)*	D-button
Fly half take on the run	Press left analog stick in direction of play
Execute set play/Pick-up and pass (to the backs)*	L1 button/R1 button

* Attacking team only. ** Defending team only.

RUCKS	
Pick up and run*	■ button/● button
Pick-up and pass (to the forwards out of ruck)*	L2 button/R2 button
Pick-up and kick*	▲ button
Select defensive set play (ball out of possession)**	D-button ← Standard/ ↑ Kick/→ Wide/ ↓ Tight

NOTE: If you take too long to free the ball from a ruck, you risk either losing the ball to the opposition or having the referee award a scrum against you.

NOTE: Killing the ball in a ruck (deliberately preventing the opposition from using it) is a useful tactic when you are under pressure, and handling the ball is a good way to gain possession. However, both are illegal and could result in a penalty and a caution or disqualification for the infringing player.

MAULS	
Bind player	✕ button
Push	left analog stick
Collapse maul	**R3** button (click)
Select pre-assigned set play (ball in possession)	D-button
Execute set play/pass (to the backs)	L1 button/R1 button
Pass (to the forwards out of maul)*	L2 button/R2 button
Second row run*	■ button/● button
Kick*	✕ button
Select defensive set play (ball out of possession)**	D-button ← Standard/ ↑ Kick/→ Wide/ ↓ Tight

NOTE: If you take too long to release the ball from a maul, a scrum is awarded to the opposition. Collapsing a maul is an illegal move and could result in a penalty against you.

LINE-OUTS

When prompted, you can take a quick line-out as soon as the opposition puts the ball out of play, but you won't have the time to prepare full line-out tactics.

Ready throw in (front/middle /back)	✕ button/● button/▲ button (hold)
Angle throw in left/right	right analog stick ↔
Trigger receiver (front/middle/back)	D-button ↓ / →/ ↑
Release throw in	✕ button/● button/▲ button (release)
Take quick line-out (when prompted)	■ button

NOTE: Angling a throw is illegal and could result in a free kick.

OPEN PLAY KICKS

Move the left analog stick to aim all types of kick. Hold the kick button to power up the kick.

Punt	✕ button
Grubber kick	▲ button
Soccer kick	▲ (hold and run onto loose ball)
Up and under kick	■ button
Drop-goal attempt	● button

* Attacking team only. ** Defending team only.

PLACE KICKS AT GOAL	
Aim kick	left analog stick
Start/Stop kick power gauge	⊗ button

TAP KICKS

After being awarded with a free kick or penalty, select RUN to try a tap kick. If you decide to take a quick penalty, it results in a tap kick and run.

Tap and run	▣ button/⊗ button/◯ button
Take quick penalty (after lineout)	▣ button

SETTING UP THE GAME

Take the pitch with impact players, customize the game just how you want it, and devise play tactics to work in your favor.

USER PROFILES

Keep track of your personal accomplishments with a User Profile. An active User Profile saves Career mode achievements and statistics to your memory card (8MB) (for PlayStation®2).

PLAY NOW

Pick two sides and a venue to play in, then take on your fiercest rivals in an exhibition match. Before taking the field, you can check out player stats, edit your squad, change your default kickers and Captain (C), and choose your set play tactics (see *Set Play Tactics* below).

SET PLAY TACTICS

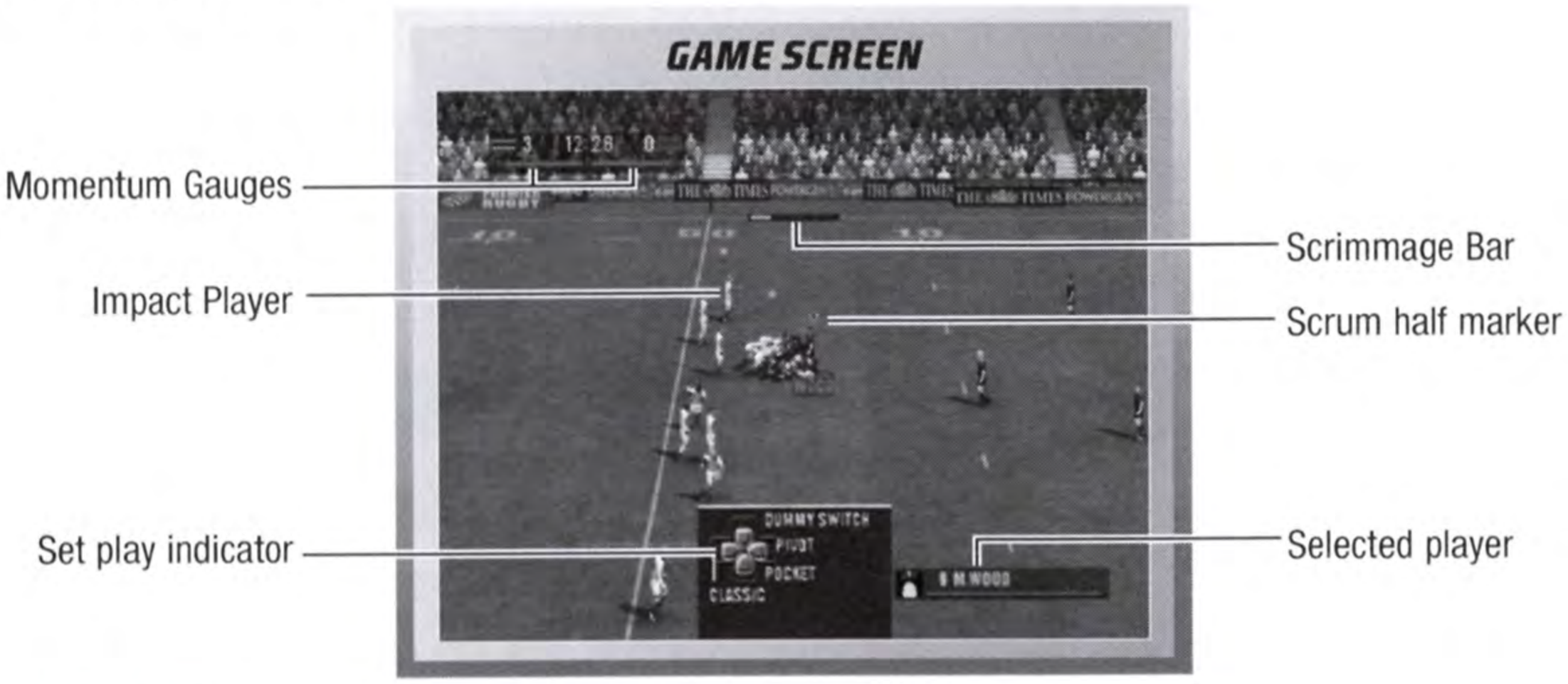
From the Starting XV screen, you can examine various formations over eight set play categories.

During scrums, rucks, and mauls, the attacking team can execute one of their pre-assigned set plays. The defending team can also employ one of four defensive set play formations. Study the diagram in each set play category from the Set Play Selection screen, which details every player's instructions (with jersey numbers) when you trigger that set play. Some categories of a set play have different running pattern variations to them.

KEY TO SET PLAY DIAGRAMS	
Empty white circle	Player's starting position
Dotted white circle	Player's position at execution of set play
Dotted blue line	Running path of player without ball (before set play is triggered)
Solid blue line	Running path of player without ball (after set play is triggered)
Solid red line	Running path of player with ball
Dotted blue line	Player running to position
Dotted red line	Ball in air (pass)
Dotted green line	Ball in air (kick)
Number in red box	Sequence of passes
Button icon	Press this button to select this set play's running pattern variation

PLAYING THE GAME

Prove that you are tough enough to dominate the pitch and rule the rugby world.



SCRUMS

Before the ball is played out from the scrum, the attacking team (with the feed) selects one of the four categories of pre-assigned attacking set plays:

1. Press the D-button for the set play you want to execute. The defending team can also select one of their four defensive set play formations as well. The triangular marker above the scrum half's head flashes red while his players run to their assigned starting positions. Once the marker turns green the set play can be triggered.
2. If the ball is successfully hooked by the attacking team, the scrum half passes to the fly half to trigger the set play.
3. If your selected category of set play has any running pattern variations, button icons briefly appear over certain players' heads. Quickly press the indicated button to select this running pattern (to select who you will control and end up with the ball).

NOTE: You can override a set play by taking control of the scrum half before pressing a button.

RUCKS AND MAULS

Once the ball is won in the ruck and before the ball is released from it, the attacking player selects one of four pre-assigned attacking set plays:

1. Press the D-button for the set play you want to execute.
2. Once the marker turns green, your players are in their assigned starting positions. The set play can be triggered as for a scrum.

- Once the ball is lost in the ruck, the defending player selects a set play formation before the ball is released from the ruck.

NOTE: Once the attacking team has the ball in its possession in a maul, it cannot be turned over as in a ruck or scrum.

NOTE: Set plays are always available, even when the set play icon is not displayed. You can turn the Game Help option ON/OFF from the in-game Pause menu to disable the set play icon.

IMPACT PLAYERS

Impact Players are the stars of your squad. Used well, each player's particular strengths can have a massive impact on the course of a match.

NOTE: You can choose to display on-pitch Impact Players from the Pause menu.

THE MOMENTUM GAUGES

The Momentum Gauges display each team's grip on the match. Retain control of the ball to fill your gauge and increase your chances of keeping it. Continuously recycle possession in order to build attacking momentum—and disrupt your opponent's efforts with big hits and by forcing them to kick for touch. The gauge is affected by things like participation of a player with the command special ability, home advantage, previous tournament results, and the opposition's general skill.

THE SCRIMMAGE BAR

During a ruck, maul, or scrum, the Scrimmage Bar indicates the amount of control each team possesses at that moment. The more the bar fills with your color, the greater control you have of the ball. The amount of control a team can seize is affected by several factors, including which team went into the scrimmage with the ball in their possession and the ability and number of the players binding in.

SAVING AND LOADING

Before exiting a game mode (or a menu where changes have been made), be sure to save your progress to a memory card in MEMORY CARD slot 1. All unsaved information is lost otherwise. Never insert or remove the memory card when loading or saving files.

OTHER GAME MODES

EA SPORTS Rugby 06 gives you more options on the pitch than ever before, including customizing set plays, creating unique players, entering tournaments, and managing your players' salaries in The Transfer Market (in World League).

MY RUGBY

SQUAD MANAGEMENT

Customize any squad, make Set Plays, change your Kickers and Captain, and access detailed information on every player.

CREATE PLAYER

Fully customize the looks and abilities of a player, include him in a squad, then unleash him in a match.

Player Face — In addition to fine-tuning each feature, you can randomize a player's facial appearance until you're happy with it.

Player Attributes — Determine where your player's strengths and weaknesses lie by assigning ratings to attributes such as Agility, then decide where he really excels by allocating him up to three Special Abilities, such as Playmaker.

Player Info — Give your player a name, alter his height and weight, assign his Primary and Secondary positions, and determine his Preferred Foot.

NOTE: A player's effectiveness diminishes when he plays in his secondary position.

Add to Roster — Add your created player to a squad of your choice. Please note that the existing player will be replaced.

TOURNAMENTS

Take coaching control of a squad and make your mark in World Championship, Tri-Nations, RBS Six Nations, Super 14, European Trophy tournaments, and more.

TOURNAMENT MENU (WORLD LEAGUE ONLY)

Once you've embarked on a match, settle on your starting XV, based on player Rating, Form, and Morale. Assign the best players to take on specific kicking responsibilities such as your Short Goal Kicker and your Long Punter.

ROLES

These are the roles and their corresponding icons.

C	Captain	LP	Long Punter
LGK	Long Goal Kicker	SP	Short Punter
SGK	Short Goal Kicker	KT	Kickoff Taker

FORM AND MORALE

A player's Form and Morale have a positive or negative influence on his attributes. Both change over time, depending on factors such as the player's own performances and his disciplinary record. It's a factor when considering your starting XV. (Access the Game Help menu from the Starting XV screen for more information.)

THE TRANSFER MARKET

To climb the divisions, you're going to need to play hard both on the pitch and in the transfer market. Keep tabs on your player salaries and your current bank balance so that you're ready to exploit the two transfer windows when they open each year.

NOTE: During your World League career, you can make an unlimited number of transfers during a window, depending on your available funds.

TRANSFER POINTS

Your bank balance represents the amount of transfer points you have to spend on new players. Scoring tries, winning matches in league and Cup games and finishing the season as division champions brings you bonus transfer points.

PLAYER SALARY

You must have enough salary points at the end of the season to cover the combined salaries for all your players or your tournament is over. Your player salary and transfer point status is displayed after each of your matches. These point balances can also be found on the Squad screen.

TOURNAMENT REGULATIONS—INJURIES AND DISCIPLINE

Because of the number of injuries that occur, teams with great depth on its roster stand the best chance of building winning momentum through a tournament. The worse a player is injured, the longer he is sidelined, so it's important to have capable reserves when needed.

Players committing serious offenses are at risk of being cautioned. If a player receives a yellow card, he is removed from play for ten minutes. If two yellow cards are shown to the same player or he commits an offense that is serious enough to warrant a straight red card, he is ejected from the game.

LIMITED 90-DAY WARRANTY

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Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1900

EA Warranty Mailing Address

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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit http://techsupport.ea.com.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

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